

Abstract

I. B. Perrine Elementary is located in Twin Falls, Idaho which is about 100 miles from Boise Idaho. The school is K-6 with 730 students. The student teacher ratio is 19:1. The ethnic distribution holds 87% white, 10% Hispanic, 2% Asian, and 1% Black. Forty one percent of students qualify for free or reduced lunch. I.B. Perrine is school wide Title 1. Twin Falls population is about 50,000 with a growing economy. The application is for a SMART SB 680i, this smart board is the latest addition. It has the projector, cables, and connection as part of the screen. The set up is almost cost free, easy, and adjustable in height. The board has been redesigned so there is minimal shadowing cast on the screen when the teacher or student is in front of it. The board comes with software including visuals, lessons, and ideas for using the board. It has connections for all media types and is accessible to the Internet without a computer near by.

How do you currently use technology in the classroom in innovative ways?

The classroom is a great place to use technology to align subject matter with research. In my classroom of second graders at Perrine Elementary we complete a few main projects a year. Then we use the computer, software, and Internet to supplement our curriculum. One of the projects is research on a dinosaur of their choice. They are given an outline and use the Internet to find the information. Students then type their report using Microsoft Word. Then students use a software program they prefer, KidPix, Kidspiration, or Paint to create an illustration of what their dinosaur may have looked like. The projects are compiled and a class book is made.

When maps and directions are studied we use the Internet to show more realistic maps, specifics about countries and oceans. The students then use software like Kidpix, Kidspiration, or Paint to create a map of their own. They are required to build a key and a compass rose. The rest is up to their imagination. These maps and countries come out so creative, students really have more understanding of the parts and meanings of a map.

Another project completed is a PowerPoint on animal habitats and camouflage. Second graders research a specific type of habitat such as the jungle, the artic, ect. Next the students create a PowerPoint specifying what types of animals live in the habitat, the camouflage they use, and what the habitat is like. Presentations are given when the projects are complete.

On Martin Luther King Jr. Day the class members take turns surrounding the computers. The video clip of his speech "I Have a Dream" is played for the class to hear and see. Actually seeing the speech gives it more meaning and remembrance. Other audio is experienced during a story sharing reading unit. Students explore on-line books and listen to them with the text.

A student who is finishing work and doing well in class is allowed to complete a Web Quest. The student picks a topic they are interested in and a web quest is found to match the topic. This allows exploration, independence, and problem solving techniques.

There are also many educational games such as Starfall, PBS for Kids, and Cool Math for students to supplement subjects. The sites also provide added resources for teachers to use in the curriculum. Math Manipulative on-line provide visuals for materials not available in the class. Students can get on and play with numerous activities like base 10 blocks, solid shapes, and different examples of fractions.

How has the use of technology in the classroom impacted student performance?

The students in my classroom thrive when we get to include technology in the learning. One of the first projects they complete is exploring and creating a map. My students take exploring maps to a new level as second graders. They compare what different maps look like; we examine different map keys and symbols. The students grasp what the symbols are and what they do. Typically in a class students only get to look at the globe and do a few worksheets that have students read the symbols and answer questions. My class takes what they have learned about maps and creates a map of their own. They are applying their knowledge and using the information in a manner they will retain.

When the students create their animal habitat presentation there are many components. Students do this in groups, as second graders this is a new concept. They are required to assign jobs and experience what it means to work together on a project. Organization of their research is vital for the projects to be complete. They have to follow outlines and guidelines for each piece of the projects. The students experience new pieces of technology during this project. They learn how to search for information that is useful, they learn how to save pictures and insert them into their PowerPoint, and we discuss plagiarism. By the time they are finished the class members have researched, used team work, learned new components of technology, created their first PowerPoint, and experience presenting the project. We have to go to the computer lab to use the larger screen so the entire class can see. The groups explain what the habitat was and what they learned. I play the PowerPoint for them as they are speaking. They feel they have truly learned and created a masterpiece.

Creating a class dinosaur book improves my student's research and writing skills. They research their dinosaur and create a half page narrative of what they learned. I give them the five things that must be included, this helps keep them on task and narrows the chance of them getting off topic. They take their notes and type up their report. They use complete sentences and correct grammar, spelling, and punctuation. They also get to create a picture of what they believe the dinosaur looked like. I allow them to choose which software they want to use. Students see more purpose in their writing when it is published. The class book is kept on the bookshelf for years to come. They see the previous class book and are anxious to do this project. Their writing is more developed and they put more effort into it because of this project.

Adding web quests and Internet sites like Starfall and AAA math have led my students to be successful. They practice reading, spelling, and math facts using some of these websites. The web quest allows my students to explore more critical thinking skills. They use the Internet to research and explore the quest. I believe my students are more up to date with technology because of these kinds of activities. My students can work independently or cooperatively while using technology.

How will the purchase enable you to use technology in an innovative manner to enhance learning?

My classroom would benefit from the purchase of a SMART SB 680i. This interactive white board allows the teacher and the students to be more interactive with their lessons. Students instantly become engaged when technology is brought into a lesson. The Smart board will capture students' attention and bring more engagement to my lessons. Research has shown that students learn when active. The Smart board will allow students to be part of lessons. For instance while trying to solve a math word problem. The students can come up to the board and

create visuals, equations, and work together to solve the problem. When using the chalkboard students are instantly zoning out or can't follow the writing on the board. The Smart board will keep the students engaged because they can be part of the solution. More engagement and participation in the class leads to more understanding. Students will be learning more and experiencing more with this board.

The board also allows quick and convenient access to other types of technology. I will be able to connect to the Internet and use software as part of a lesson. Right now I have to take students in small groups to explore software or teach things with the Internet. Learning vocabulary is always a challenging thing for a teacher. Using the Smart board we could use the Internet to find examples of the words, showing while telling. The board also provides connection to DVD or cameras. Right now the class must be rearranged and a DVD player checked out from the library before we can include any type of media. Having the ability to include short video clips or photos again produces engagement and is the type of learning students can remember. This particular Smart board is easy to install, use, and produces almost no shadow. The board has speakers, connection, and is adjustable in height. The board software has a large bank of visuals to bring lessons alive. Visuals, graph, and sounds may be the small addition to a lesson that makes a student 'get it'.

How will the purchase be used in innovative ways in the classroom?

The purchase of this Smart board will bring my lessons alive. I plan to use the purchase to create more involved learning. In the second grade we learn about writing, punctuation, and grammar. Having the Smart board will allow me to show different examples up on the board. The class can go up to the board to help with corrections or creations. The software that comes with the board will provide the class with more visuals for our math lessons. There are graphs that we can use with our unit. Currently I draw the best I can on the board, but a graph should be precise and accurate. We can use the software to show more visuals as we solve math word problems. Another skill second graders must learn is going back into text and finding answers to the questions. This is very hard to model to the entire class. With the Smart board I can show the questions, and then go back to the text in seconds. Then the students can see as I search the text for the answers.

When I teach the class computer skills I usually take small groups because of the lack of computers. With a Smart board the computer screen can be displayed for the entire class. This will allow students to see what steps or buttons they must use. I will use my instant access to the Internet to teach vocabulary with pictures, examples, and more elaborate definitions. We will explore maps and countries as a class with a real pictures and video clips. I would also like to begin a pen pal program with another country. Instant messaging can be done with the smart board. We would also be able to send pictures back and forth with another class.

Technology is changing quickly and is becoming a part of most jobs, teaching our children with technology and about it will allow them to be able to be a part of this world. Access to a Smart board in the classroom will provide more active learning and meaningful lessons for my classroom.

	Qwest Foundation for Education Grant Expenditure Plan					
	100	200	300	400	500	
Activity	Salaries	Benefits	Contractual Agreements	Materials and Supplies	Capital Objects	Total
77" SMART Board w/ Unifi projector				5599		5599
shipping/freight				301.99		301.99
Totals						5900.99